SEGA

SEGA SATURN

ULTIMATE
MORTAL KOMBAT
3
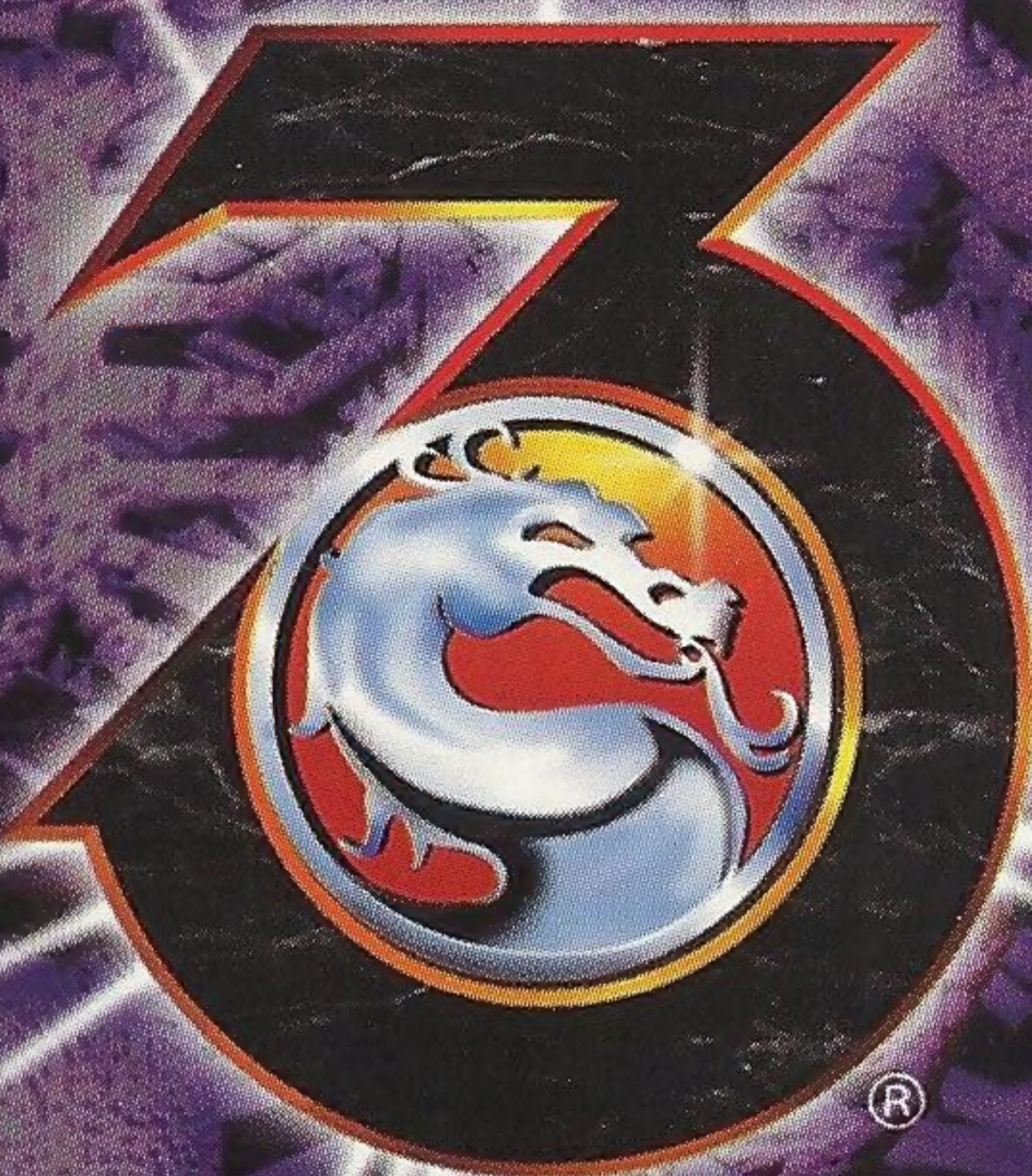
The ULTIMATE
Fighting Game!

OFFICIAL
SEGA
SEAL OF
QUALITY

Williams W
Williams Entertainment Inc.

MIDWAY

MATURE

M
AGES 17+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-9701H

WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM
EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game--dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions--IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TV'S:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA SATURN™ COMPACT DISC

✗ The Sega Saturn™ compact disc is intended for use exclusively on the Sega Saturn™ system.

✗ Do not bend it, crush it, or submerge it in liquids.

✗ Do not leave it in direct sunlight or near a radiator or other source of heat.

✗ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.

✗ Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

KONTENTS

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GETTING STARTED

1. Set up your Sega Saturn™ System by following the instructions in the Sega Saturn™ Instruction Manual. Plug in Controller 1 (Sega Saturn™ Control Pad or Sega Saturn Virtua™ Stick). For 2-player games, plug in Controller 2 also.
Note: Ultimate Mortal Kombat™3 is for one or more players.

2. Place the Ultimate Mortal Kombat™3 disc, label-side up, in the well of the CD tray and close the lid.

OPEN CD DOOR

POWER

CONTROLLER 1

CONTROLLER 2

RESET

3. Turn on the Sega Saturn™ System and your TV or monitor. The Sega Saturn™ logo will appear on the screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
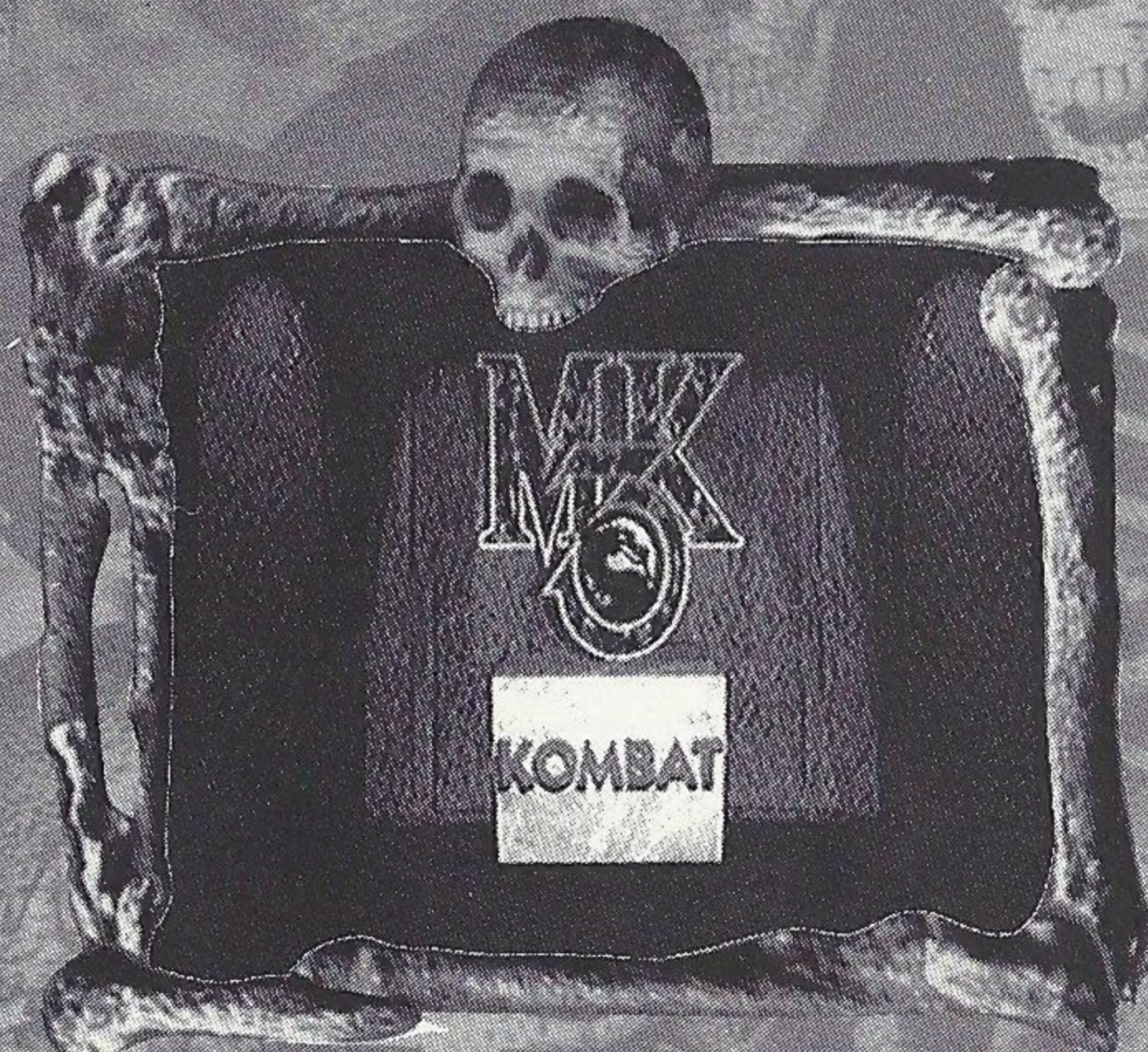
4. If you wish to stop a game in progress or the game ends, press the Reset Button on the Sega Saturn™ System to display the on-screen control panel.

5. Press **START** to get to the Main Menu. You have 4 choices:
    KOMBAT
    GAME KONFIGURE
    KONTROLS KONFIGURE
    SOUND & MUSIC
Press the **Control Pad Left/Right** to spin the Choice Cube. Press **Any Button except START** to select.

Important: Your Sega Saturn™ compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

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"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil: your lives are not. I can no longer interfere, as your Earth is now ruled by the Outworld gods."

...These are the words of Rayden

The Shaolin Tournament for Martial Arts, better known as Mortal Kombat was, for countless ages, a noble institution that tested the metal of the very best Warriors. Years ago the Tournament was corrupted by the evil Sorcerer Shang Tsung who dared to take not only the lives of his opponents, but their very souls. Eventually it became known that Shang Tsung was acting at the behest of his diabolical master Shao Kahn, Emperor of the Outworld, who planned to claim all the souls on earth. The Champions of Earth: Liu Kang, Kung Lao, their Ancestors and others have, so far, thwarted this plan.

For centuries Earth has used Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn. But Kahn grows frustrated by failed attempts to take Earth through Tournament battle. He enacts a plan which began 10,000 years ago. During that time Shao Kahn had a Queen. Her name was Sindel, and her early death was unexpected. Kahn's Shadow Priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn: not on the Outworld, but on the Earth Realm itself. This evil act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth Realm. Upon breaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld. He strips the Earth of all human life: claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the Warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survive the attacks. Most do not, but the remaining few hold the one chance at saving all of human kind.

KOMBAT MODE

There are three different modes of Kombat on the MODE
SELECT Screen: MORTAL KOMBAT, 4-PLAYER TWO-ON-TWO
KOMBAT or 8-PLAYER TOURNAMENT KOMBAT. Any of these
options will send you to the SELECT YOUR FIGHTER Screen,
which has pictures of
all the Warriors avail-
able to a player. The
Mortal Kombat mode
will allow you to
choose one Fighter
per player. The 4-
Player mode will
allow you to select
two Fighters per play-
er. The 8-Player
mode will allow you
to select a total of 8
Fighters. Use the
Control Pad to
move the colored
frame onto the Fighter(s) of your choice. Press **Any Button**
to select your Fighter(s) and begin your Kombat!

Once you have chosen your Fighter in the 1-Player Mortal
Kombat mode, you will be transported to the CHOOSE YOUR
DESTINY Screen. Press the **Control Pad Left/ Right** to tog-
gle between the columns: NOVICE, WARRIOR, MASTER or
MASTER II. Press **ANY Button** to select. You will see a large
column scrolling with the characters' faces.

If a second player wishes to join the fight, he may do so at
any time by pressing the **START Button**. This will return
both players to the MODE SELECT Screen, where they can
select the desired
fighting mode.
After selecting the
mode, both play-
ers will be sent to
the SELECT YOUR
FIGHTER Screen,
where they must
choose Warriors
again. If both
players select the
same Warrior, Play-
er Two will be
identified by a dif-
ferent color.

5
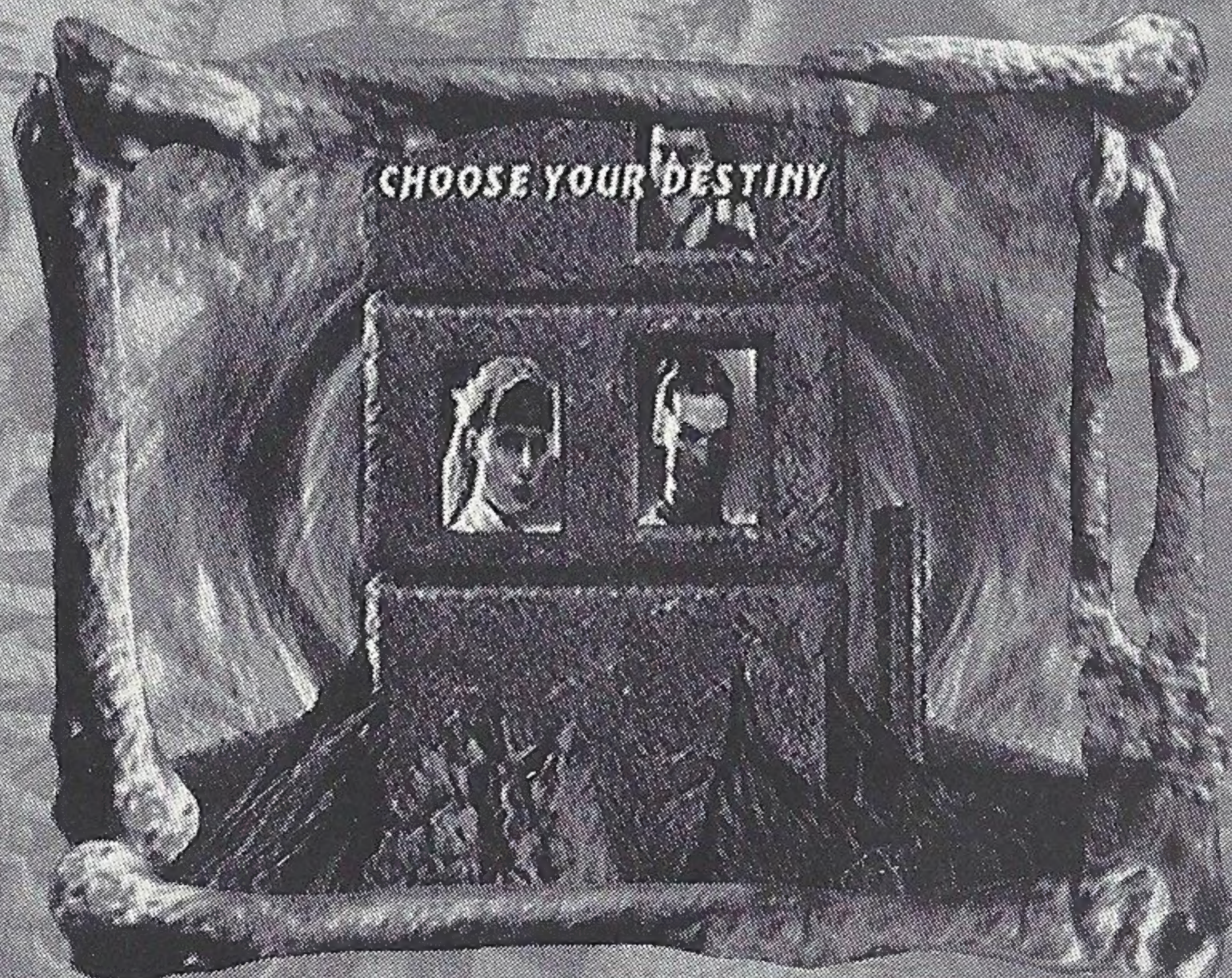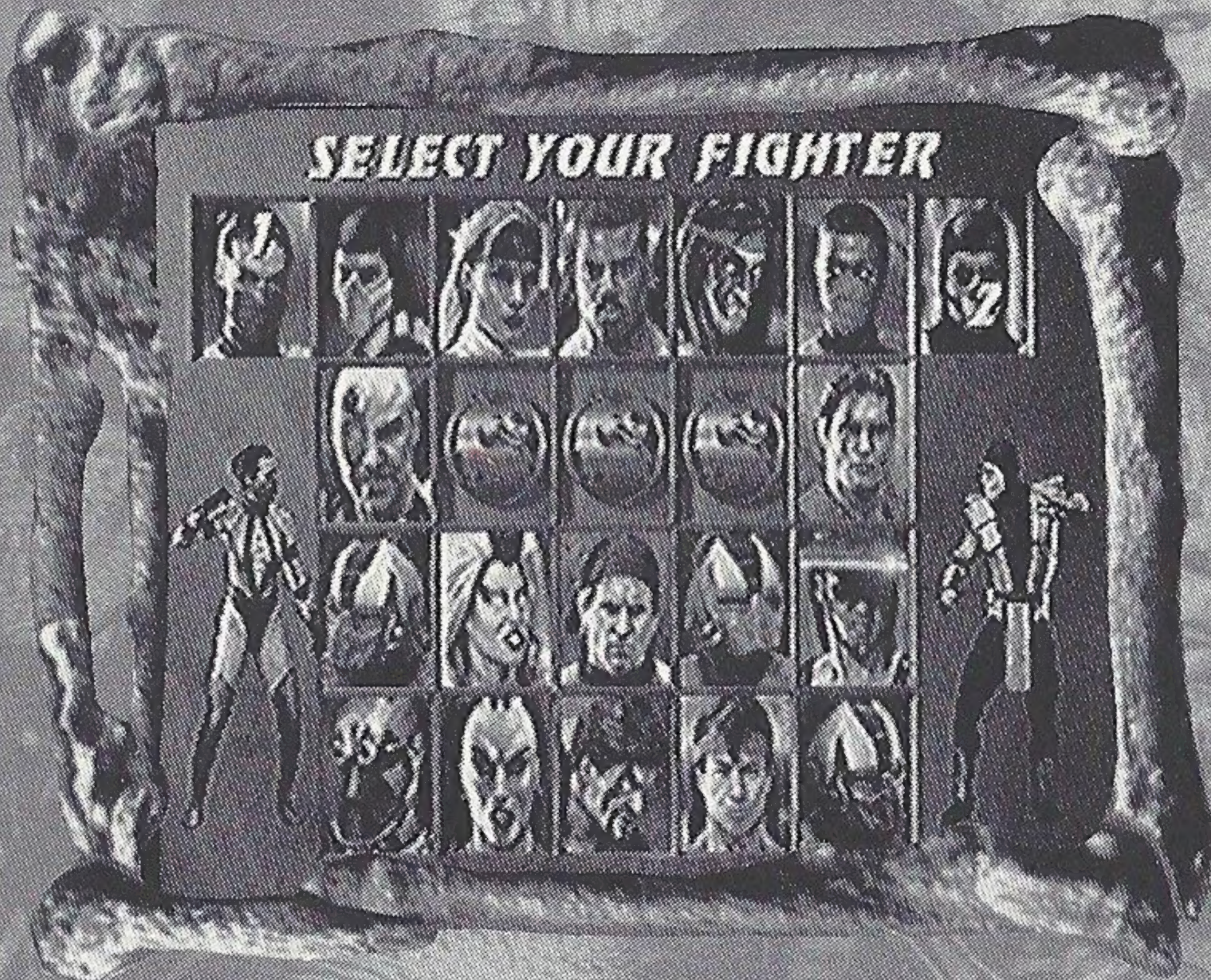
FIGHTING SUMMARY

The Tournament first tests a Warrior's fighting skill by pitting him against other Tournament challengers.

In all Mortal Kombat battles, meters in the upper part of the screen measure the Health of each Warrior.

The meters begin each round indicating the Warrior's health at 100%, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a Warrior's health meter runs out, he/she is knocked out and the round goes to the opponent.

If the time is up before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor. The first Warrior to win two rounds takes the match and moves on to the next opponent.
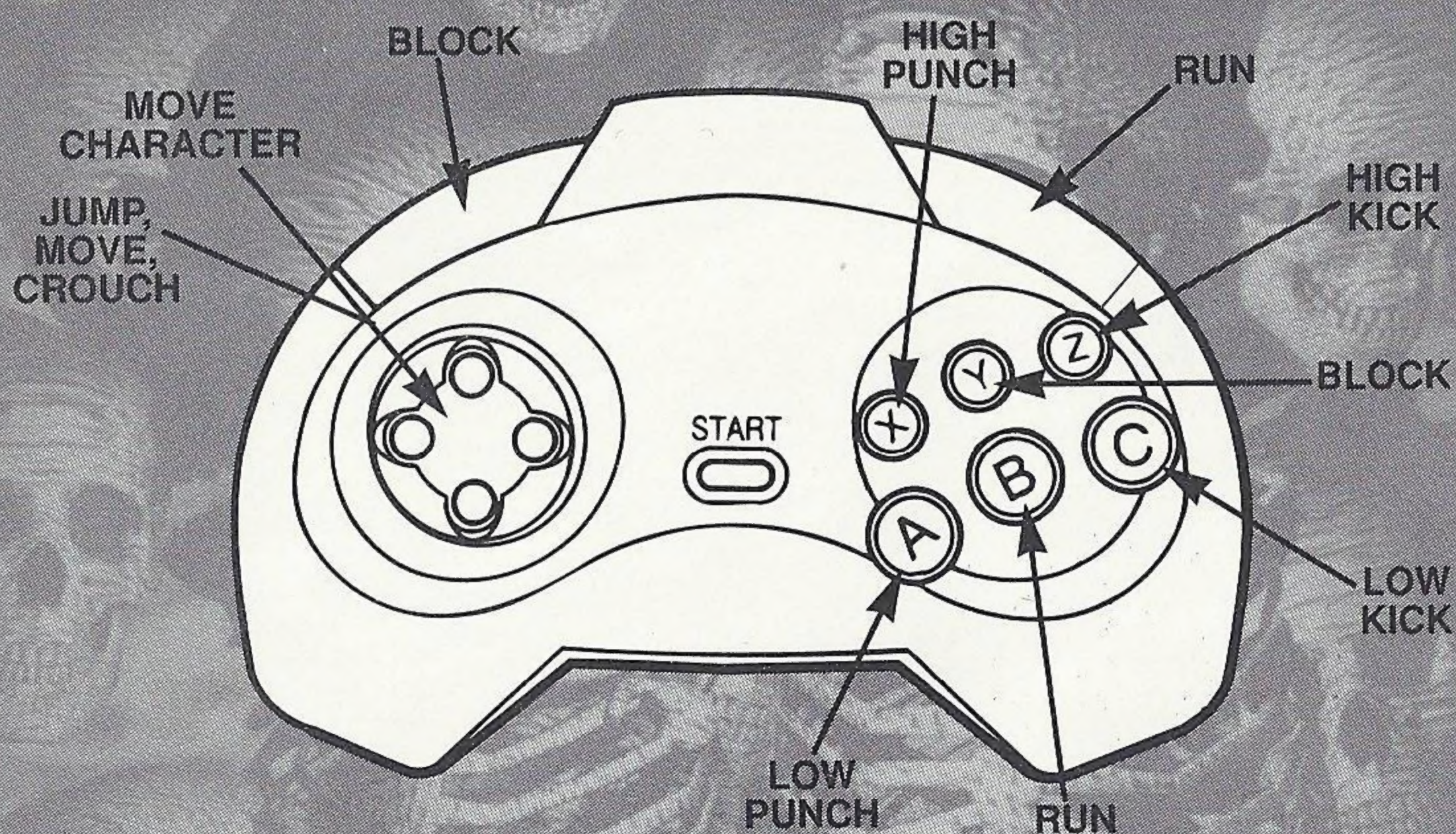

HEALTH
METERS

RUN
METERS

Also pay attention to the Run Meter. The Run Meter allows you to perform combos and run towards your opponent. But they are "time sensitive". You can only activate the Run Function (or Combo Function) while the meter is **green**.

KONTROL KONFIGURE

MORTAL 3 KOMBAT

HIGH KICK	Z	HIGH KICK
HIGH PUNCH	X	HIGH PUNCH
LOW KICK	C	LOW KICK
LOW PUNCH	A	LOW PUNCH
RUN	R	RUN
BLOCK	L	BLOCK
RUN	B	RUN
BLOCK	Y	BLOCK
EXIT		EXIT

Highlight "KONTROL KONFIGURE" to customize your Controller. Use the **Control Pad Up/Down** to highlight the control you want to change and then press the button that corresponds with the change you desire.

BUTTON DEFAULTS ARE SHOWN BELOW:

BLOCK

MOVE CHARACTER

HIGH PUNCH

RUN

JUMP, MOVE, CROUCH

HIGH KICK

START

BLOCK

LOW KICK

LOW PUNCH

RUN

To exit the KONTROL KONFIGURE Screen, highlight **EXIT** then press **START**.

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SOUND & MUSIC

If you select the SOUND & MUSIC Screen you will be able to modify a number of the sound features by using the **Control Pad**. Use the **Control Pad Up/Down** and **Left/Right** to select the settings you want.

Scroll down to **EXIT** and press **START** to get back to the Main Menu.

SOUND AND MUSIC

STEREO	ON
PAN CONTROL	OFF
SOUND	ON
MUSIC	ROCKIN

EXIT

GAME KONFIGURE

If you select the GAME KONFIGURE Screen you will be able to modify a number of the game features by using the **Control Pad**. Use the **Control Pad Up/Down** and **Left/Right** to select the settings you want.

DIFFICULTY: VERY EASY, EASY, MEDIUM, HARD, VERY HARD
VIOLENCE LEVEL: ON or OFF
BLOOD: ON or OFF
SHANG MORPH: OPPONENT, ALL, or DISABLED
CLOCK: ENABLED, DISABLED
VS SCREEN: ENABLED, DISABLED

GAME KONFIGURE

DIFFICULTY	MEDIUM
VIOLENCE LEVEL	ON
BLOOD	ON
SHANG MORPH	OPPONENT
CLOCK	ENABLED
VS SCREEN	ENABLED

EXIT

Scroll down to **EXIT** and press an **ACTION BUTTON** to get back to the Main Menu.

8

BASIC MOVES

Each Kontestant invited to the Tournament has spent years in practice and meditation to perfect his/her martial arts skills. Before challenging these Warriors in Kombat, you too, should practice the martial arts by meditating on these lessons.

BLOCK   JUMP   HIGH PUNCH   RUN   HIGH KICK

FLIP FWD / BACK

START

WALK FWD / BACK   CROUCH   LOW PUNCH   RUN   LOW KICK
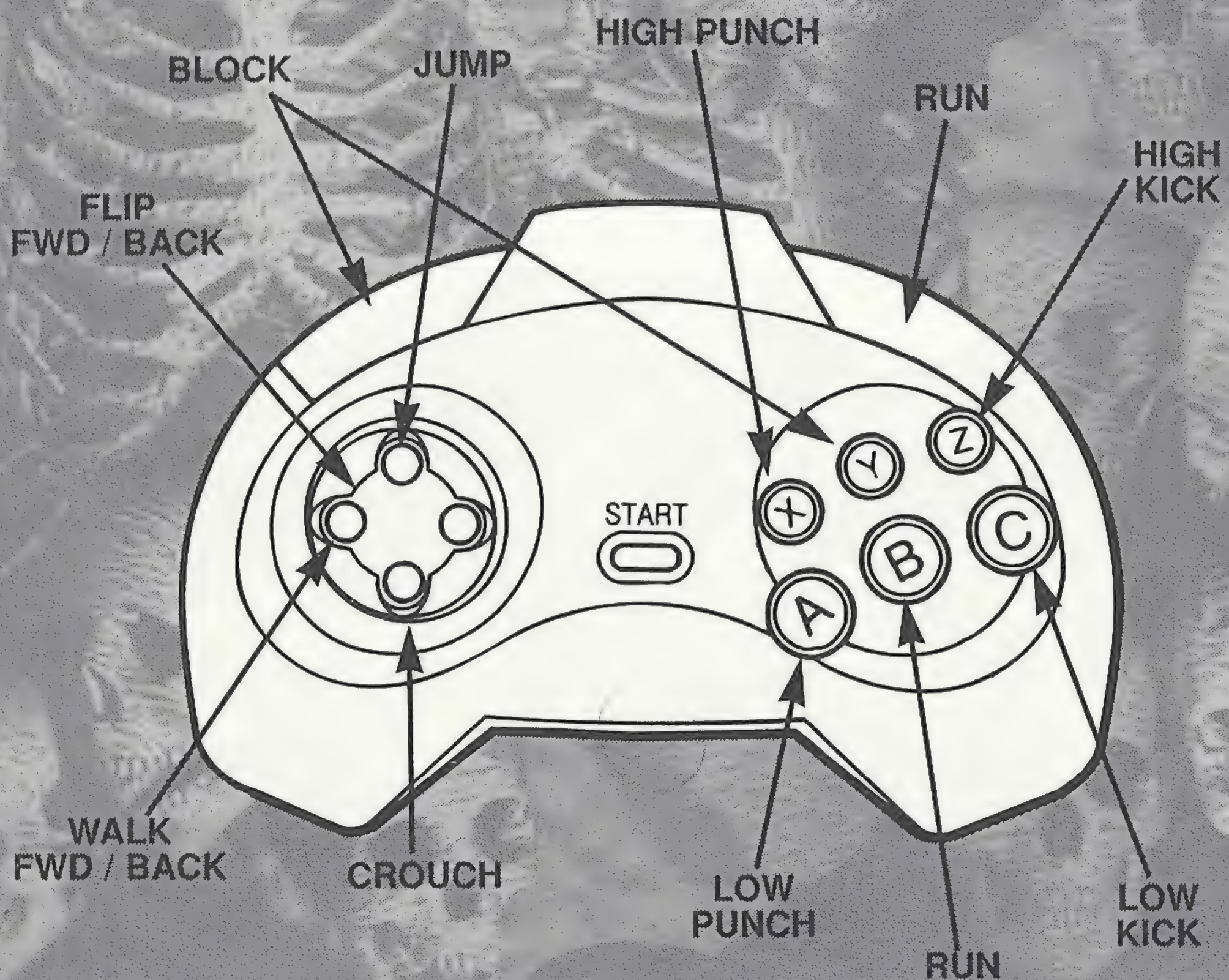
The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks. These moves may seem trivial compared to powerful and acrobatic moves like the Flying Kick. However, knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one yourself.

The **B** or **R Buttons (RUN)** are especially powerful. No longer can a foe hide by backing off. Hold the **B** or **R Button** while pressing **Forward** on the **Control Pad**. Combined, these fundamentals are the foundation for both a strong defense and a potent offense.

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KLOSE QUARTERS

KNEE

START
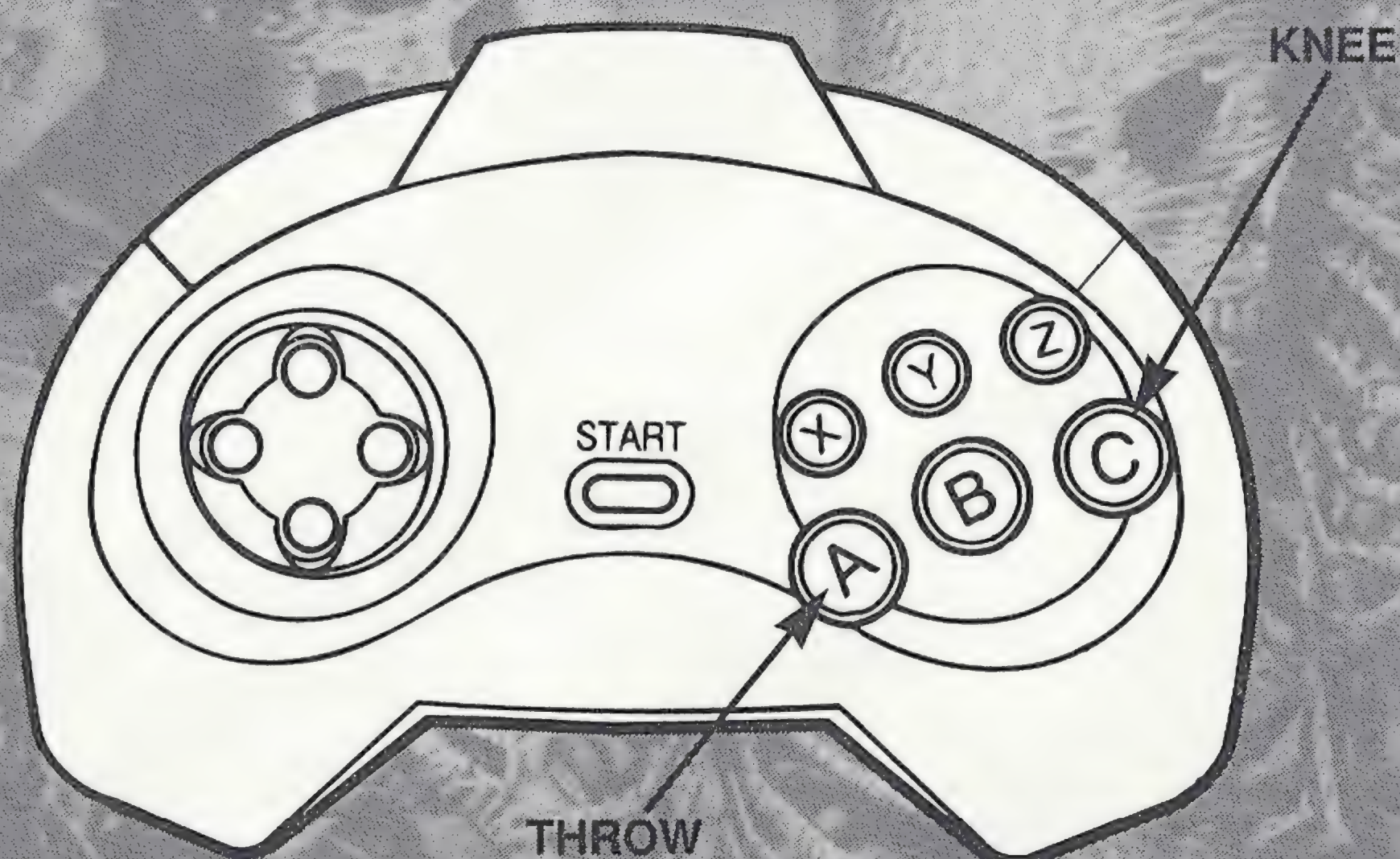
THROW

Additional moves used during close-in Kombat situations are the Knee and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent.

CHECK IT OUT: Pressing the Attack Buttons in a certain sequence will result in different "Kombos" for different players.

SPECIAL MOVES

All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other Warriors around the universe. What raises them above their peers are the special moves which they have created and perfected.

In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too must learn these moves. These moves, whether Special Kicks or Elemental Bolts, make the Mortal Kombat Warriors the fiercest and most ferocious Kombatants to be found. Mastering their special moves will make you the same.

KROUCHING MOVES

UPPERCUT

CROUCHING
BLOCK

CROUCHED
KICK

START
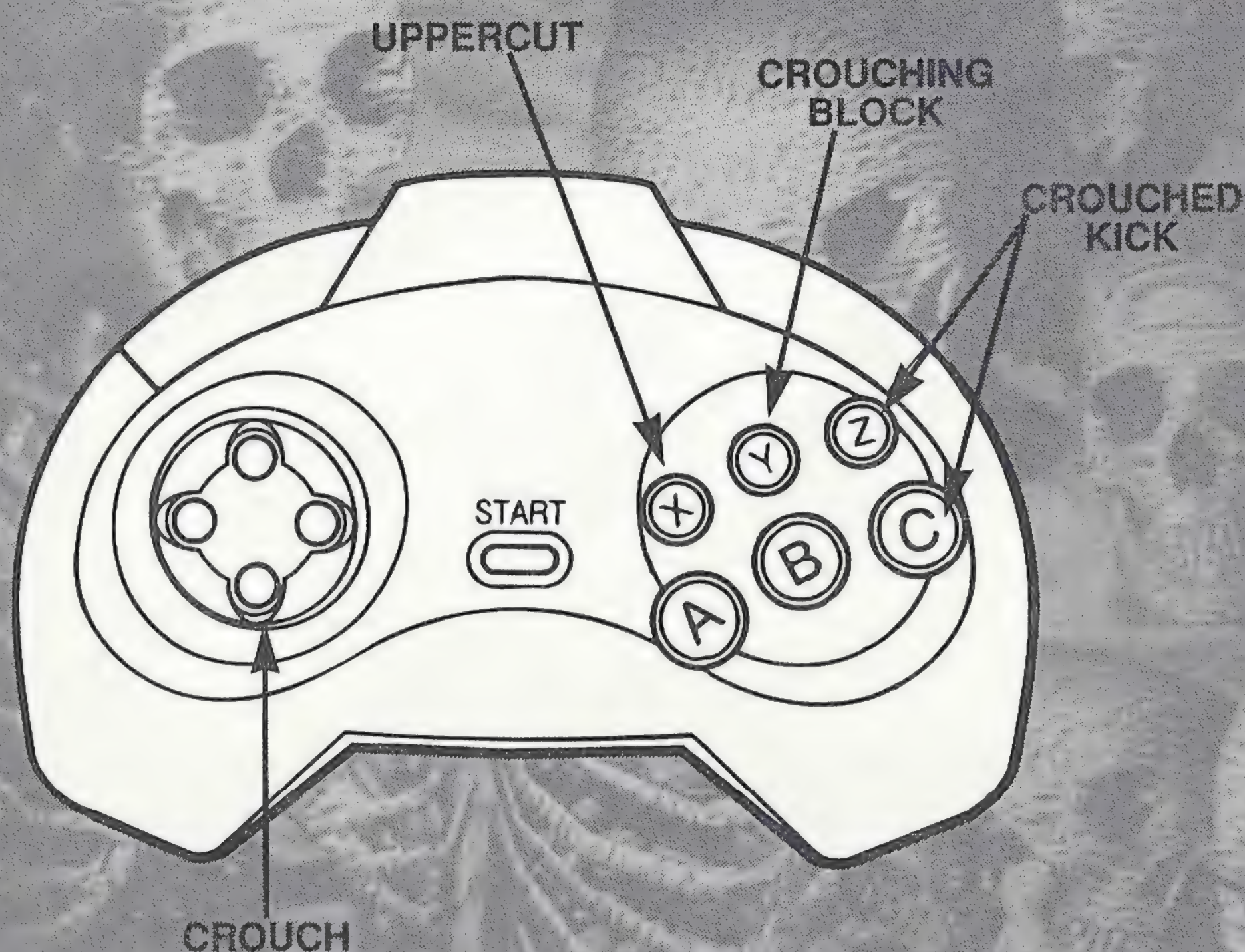
CROUCH

Defensively, the Crouching Moves allow one to escape from close proximity, avoid punches, aerial weapons and being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful offensive weapons in a Warrior's arsenal.

To do the Crouching Moves, hold the **Control Pad DOWN** and simultaneously push **Z or C** for a Crouching Kick. Hold the **Control Pad DOWN** and push **X** for Uppercut. The Block (**Y** or **L Button**) can always be used to defend against your opponent's moves.

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SPINNING MOVES
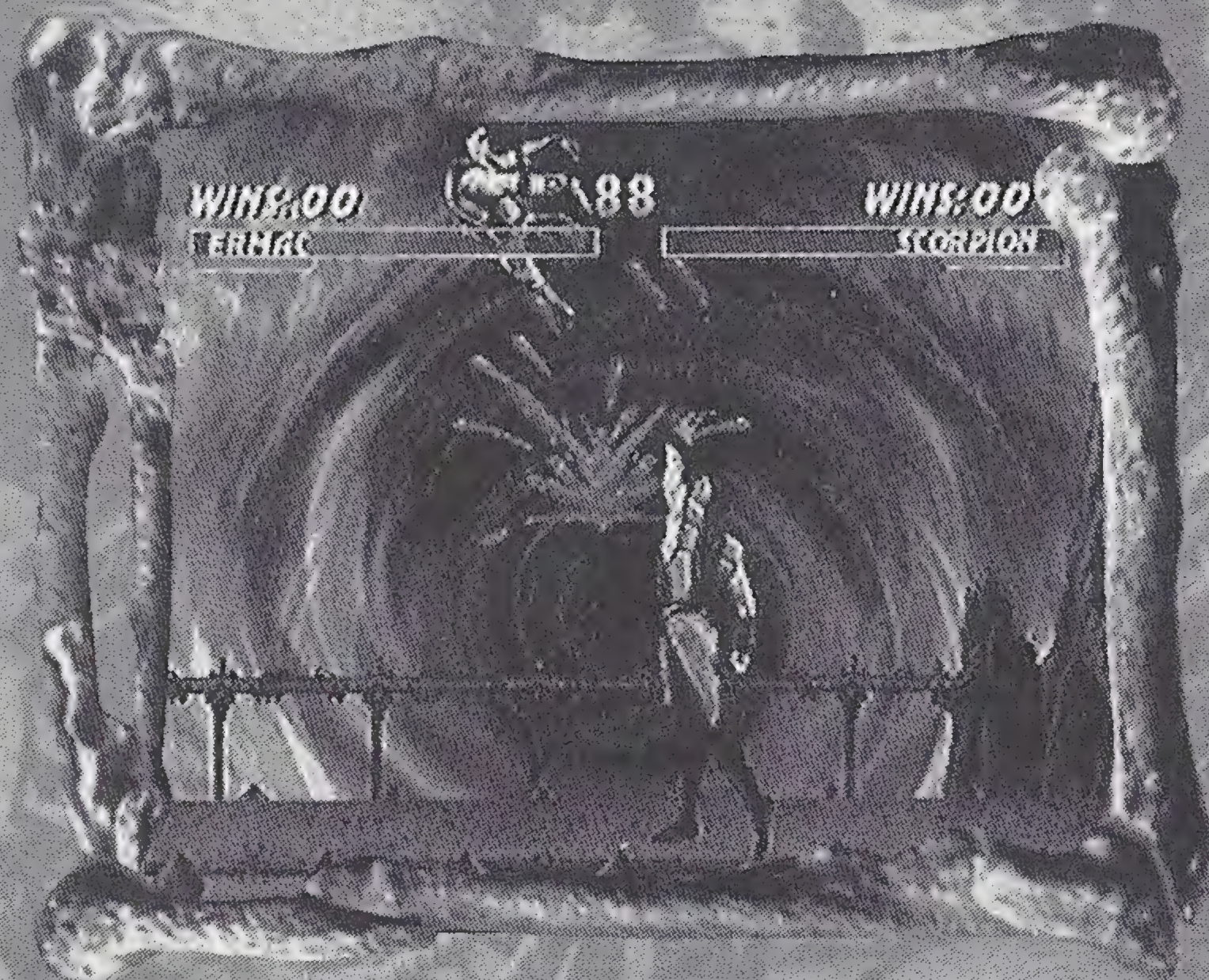
ROUNDHOUSE KICK
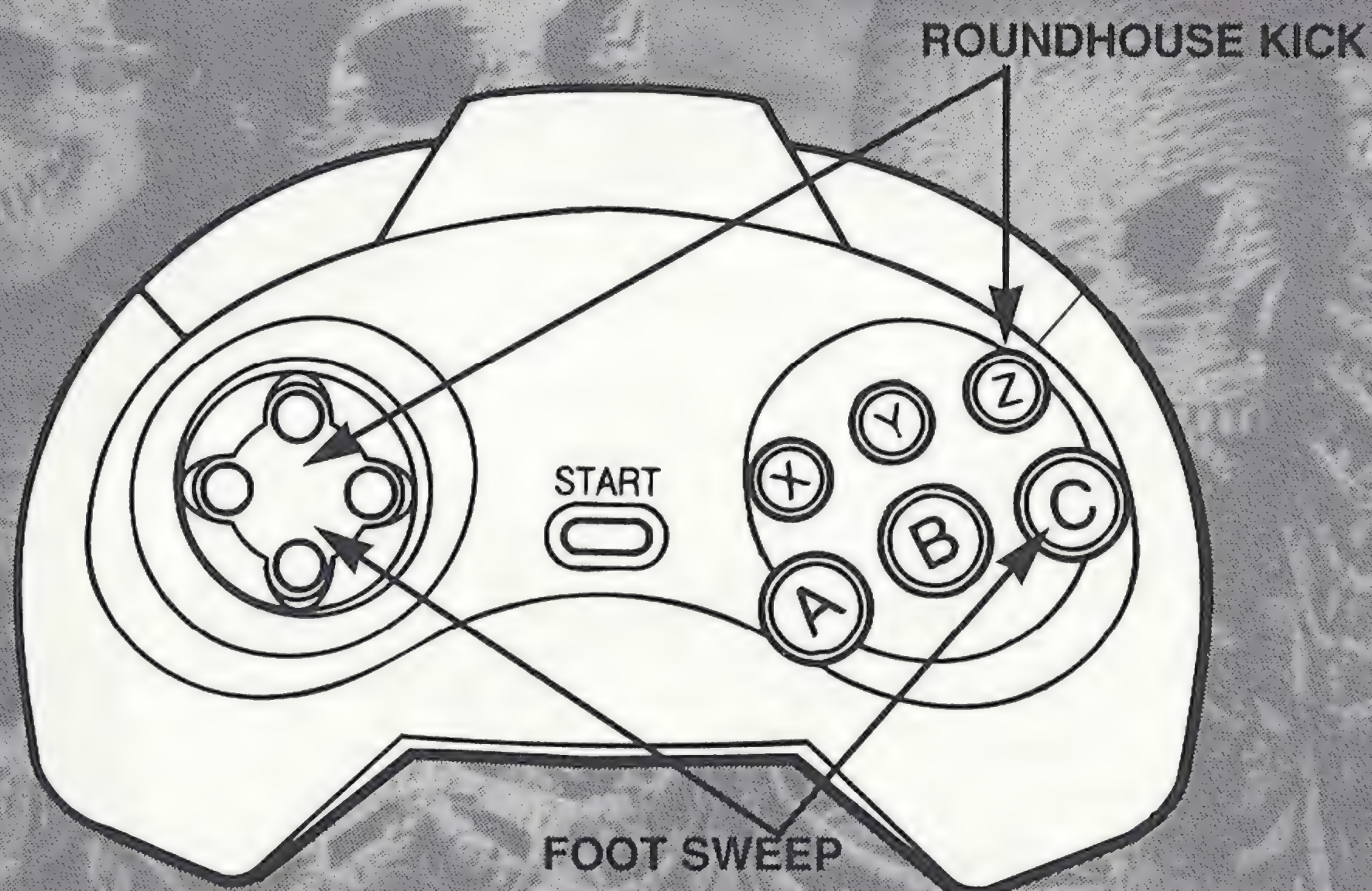
FOOT SWEEP

The Spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him on his butt. The Roundhouse is a Spinning Kick which nails your opponent in the face. To execute the Spin Moves, hold the **Control Pad AWAY** from your opponent while you press the Kick Buttons.

AERIAL MOVES

The final moves one should learn are the Aerial Moves: Flying Punches and Kicks. To execute these moves, either jump in place (**Control Pad UP**) OR towards (**Control Pad UP+Fwd/Back**) your opponent. Then press the Attack Buttons while in the air. However, unlike most attacks, Aerial Attacks must be timed properly to land blows.

FLYING PUNCH

FLYING KICK

ICONS ———————————————→

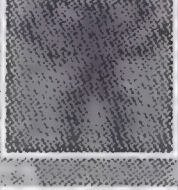| 0		DRAGON
1	MK	MK
2		YIN / YANG
3		3
4		QUESTION
5		LIGHTNING
6		GORO
7		RAYDEN
8		SHAO KAHN
9		SKULL
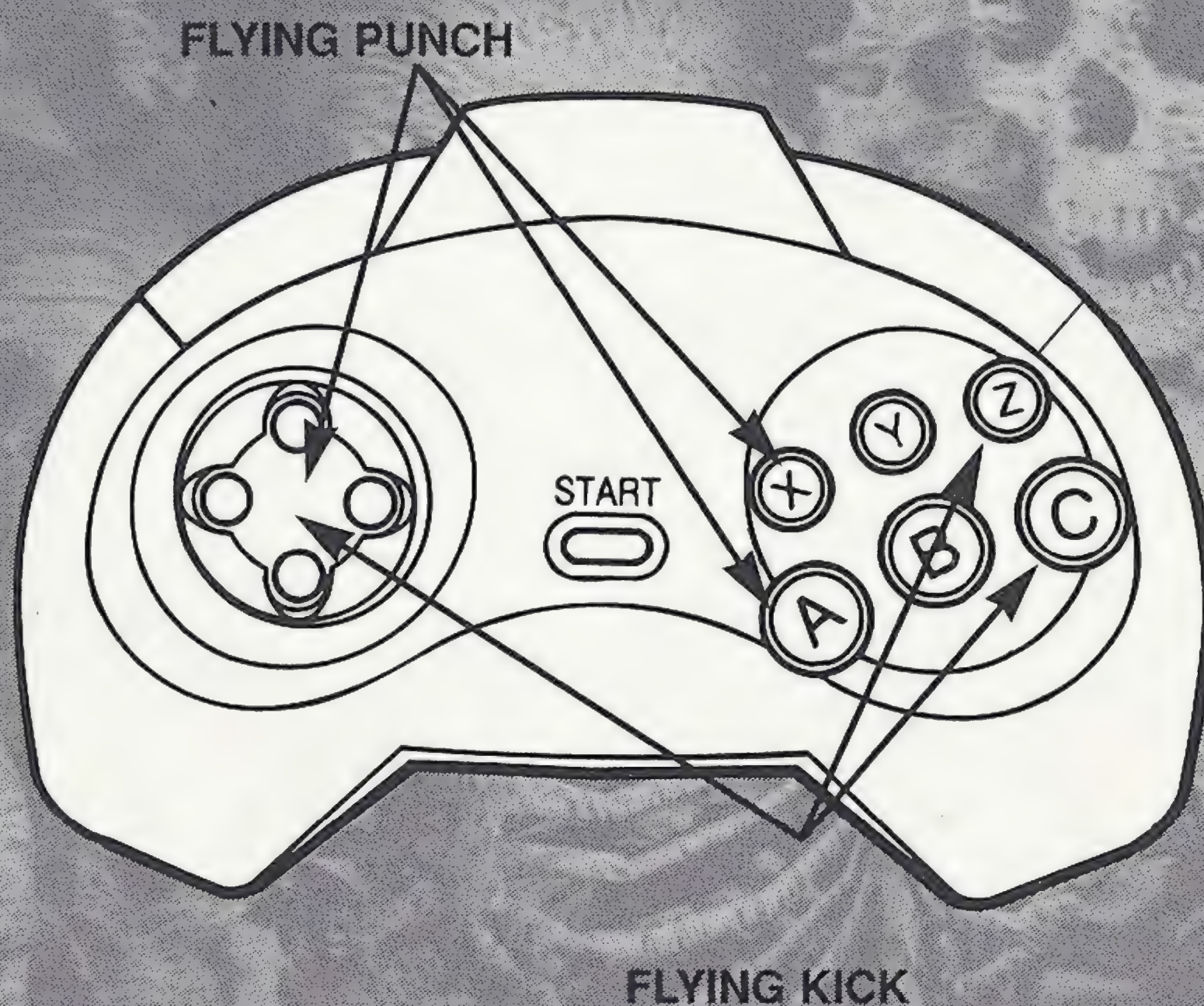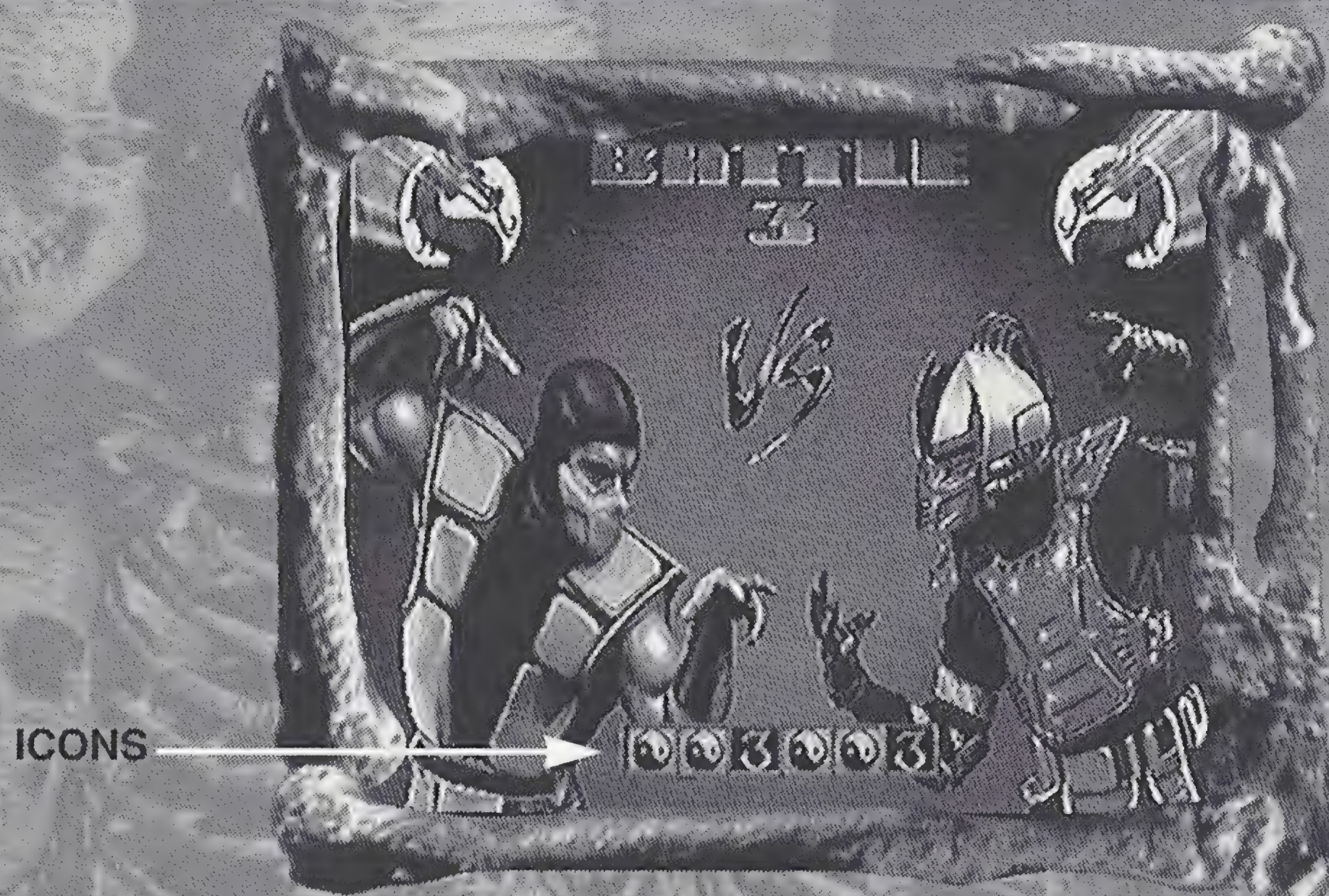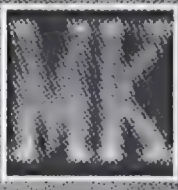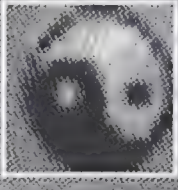
At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Dragon Icons in them. Player 1 can change the symbols in the first three boxes by pressing his/her **LOW PUNCH, BLOCK** and **LOW KICK** (default: **A, Y, C**) buttons.

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing **A, Y or C**, the order in which the Icons are cycled will be reversed.

For example, pressing the Player 1 **LOW PUNCH** (default: **A**) **Button** once will change the Dragon Icon in the first box into a "MK" symbol; pressing it a second time will change it to the third Icon in the sequence (a Yin/Yang) and so on.

Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull symbol will change the Skull back to the original Dragon Icon.
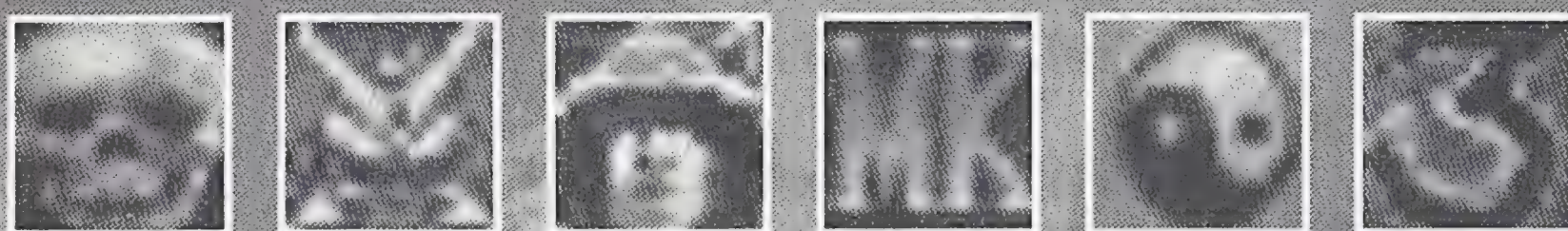
Let's take a look at the code: Skull, Shao Kahn, Rayden, MK, Yin/Yang and 3. To enter this code, Player 1 presses **LOW PUNCH** (default: **A**) **Button** nine times, **BLOCK** (default: **Y**) eight times and **LOW KICK** (default: **C**) seven times.

Meanwhile, Player 2 presses **A** one time, **Y** twice and **C** three times. The match-up screen doesn't stay up for long, so you need to punch in the codes quickly!

Some players find it easier to memorize the codes by referring to them in terms of the number of Button presses it takes to get the proper symbols in place. For example, the code that activates the game's "Throw Disable" feature - MK, Dragon, Dragon, MK, Dragon, Dragon - is easier to remember in numeric form as: 100-100. Example, both Player 1 and Player 2 press **LOW PUNCH** (default: **A**) Button one time. Got it?

WARRIOR BIOS

KUNG LAO

Kung Lao's plan to reform his old group, The White Lotus Society, comes to a halt when Shao Kahn begins his invasion of Earth. As a Chosen Warrior, Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

Hat Throw - B,F,LP
Dive Kick - D+HK in air

KANO

Kano is thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons. And Kano is the man to do it.
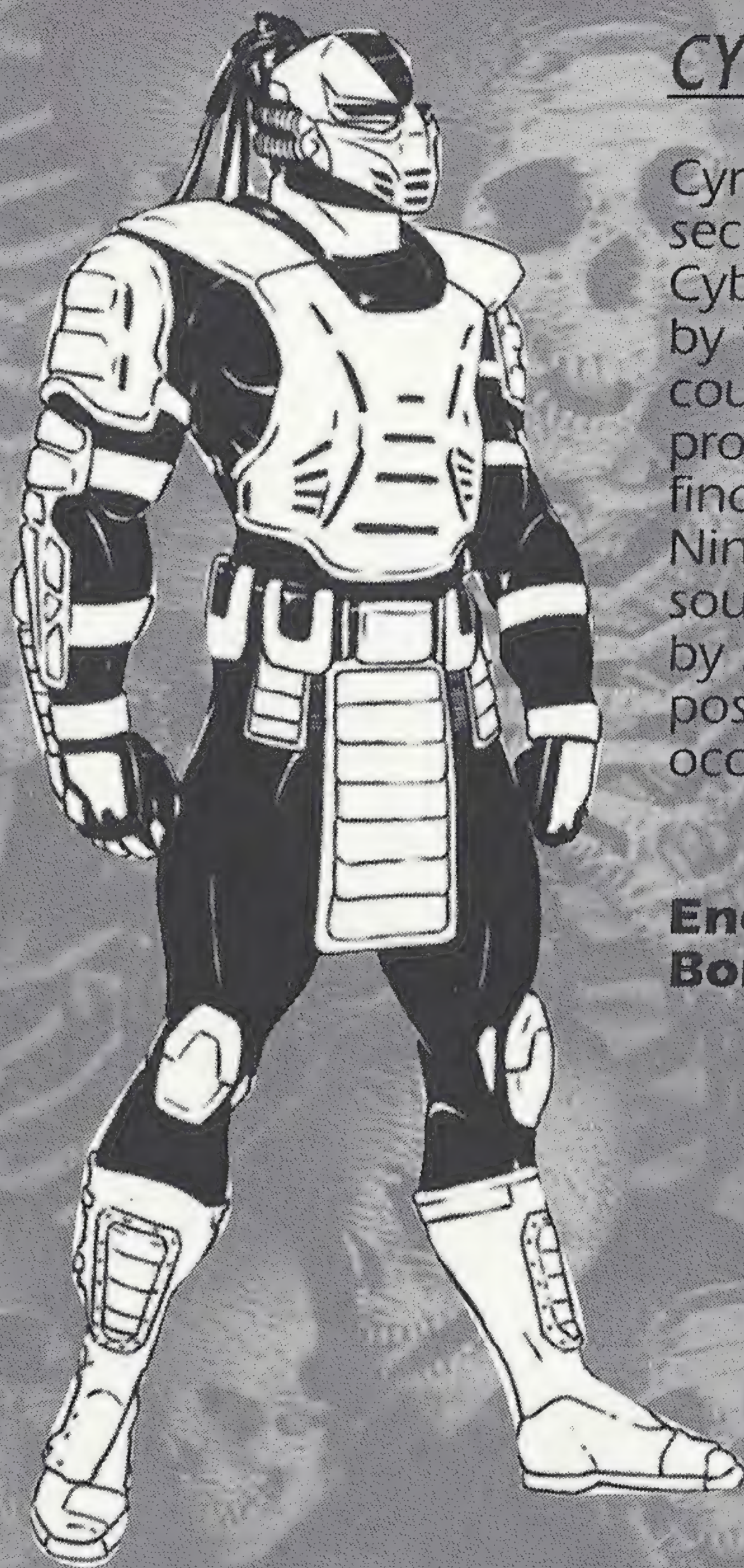
Knife Throw - D,B,HP
Grab & Choke - D,F,LP
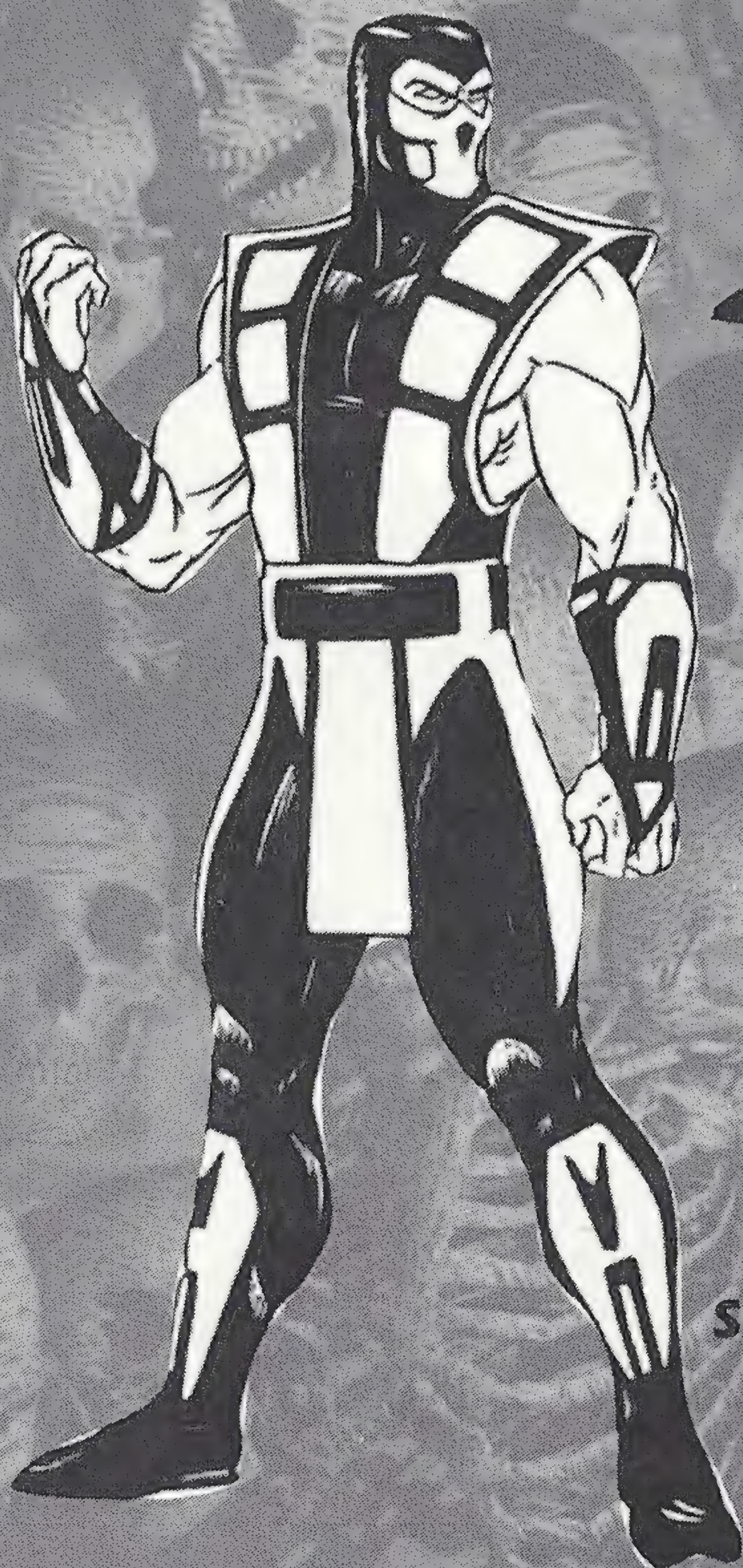
REPTILE

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the Capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs...even if it means her death.

Acid Spit - F,F,HP
Slow Forceball - B,B, HP+ LP

CYRAX

Cyrax is Unit LK4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

Energy Net - B,B,LK
**Bomb - Hold LK,B,B,HK**
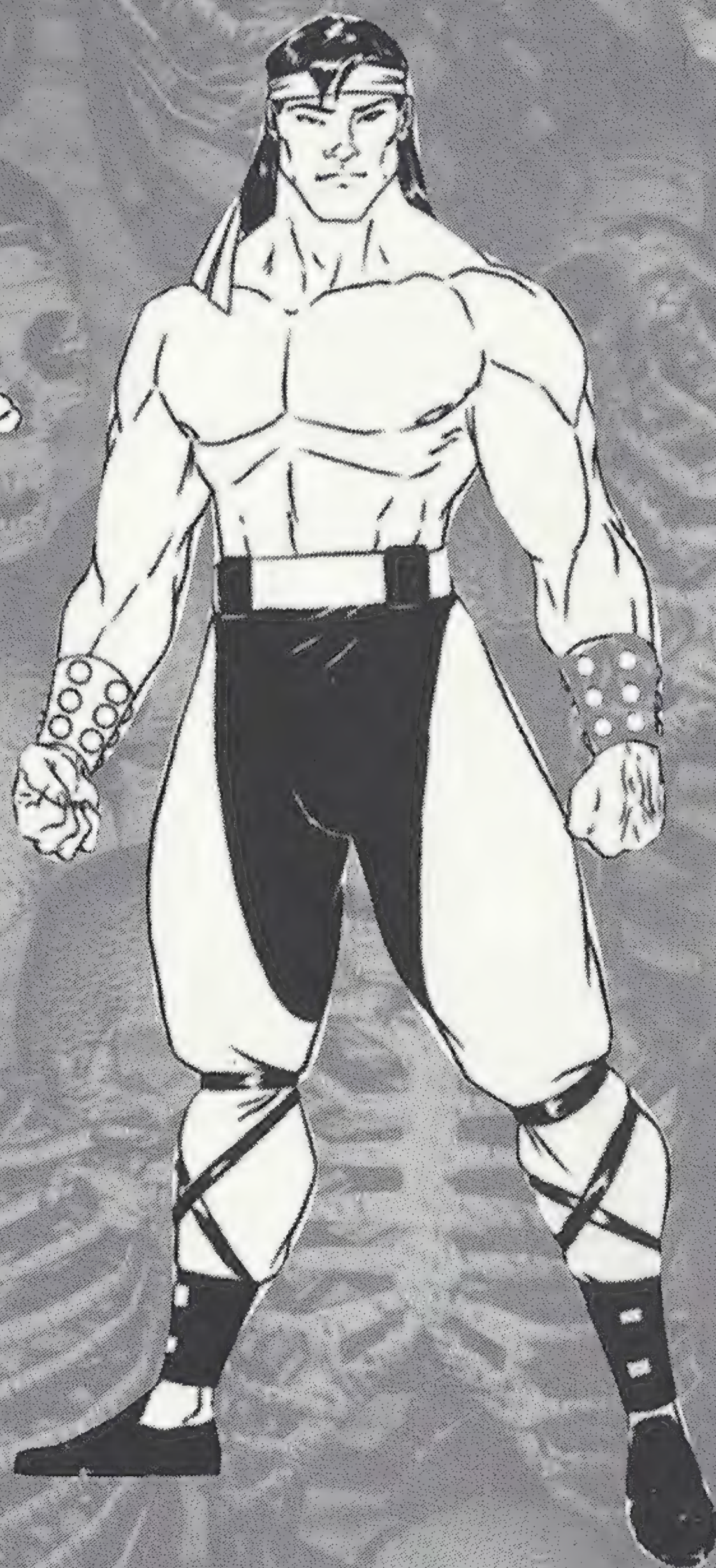
LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

Fireball - F,F,HP
Flying Kick - F,F,HK

LP - Low Punch   **LK** - Low Kick   **RN** - Run   **B** - Back   **D** - Down

JAX

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.

Gotcha Grab - F,F,LP
Missile - B,F,HP
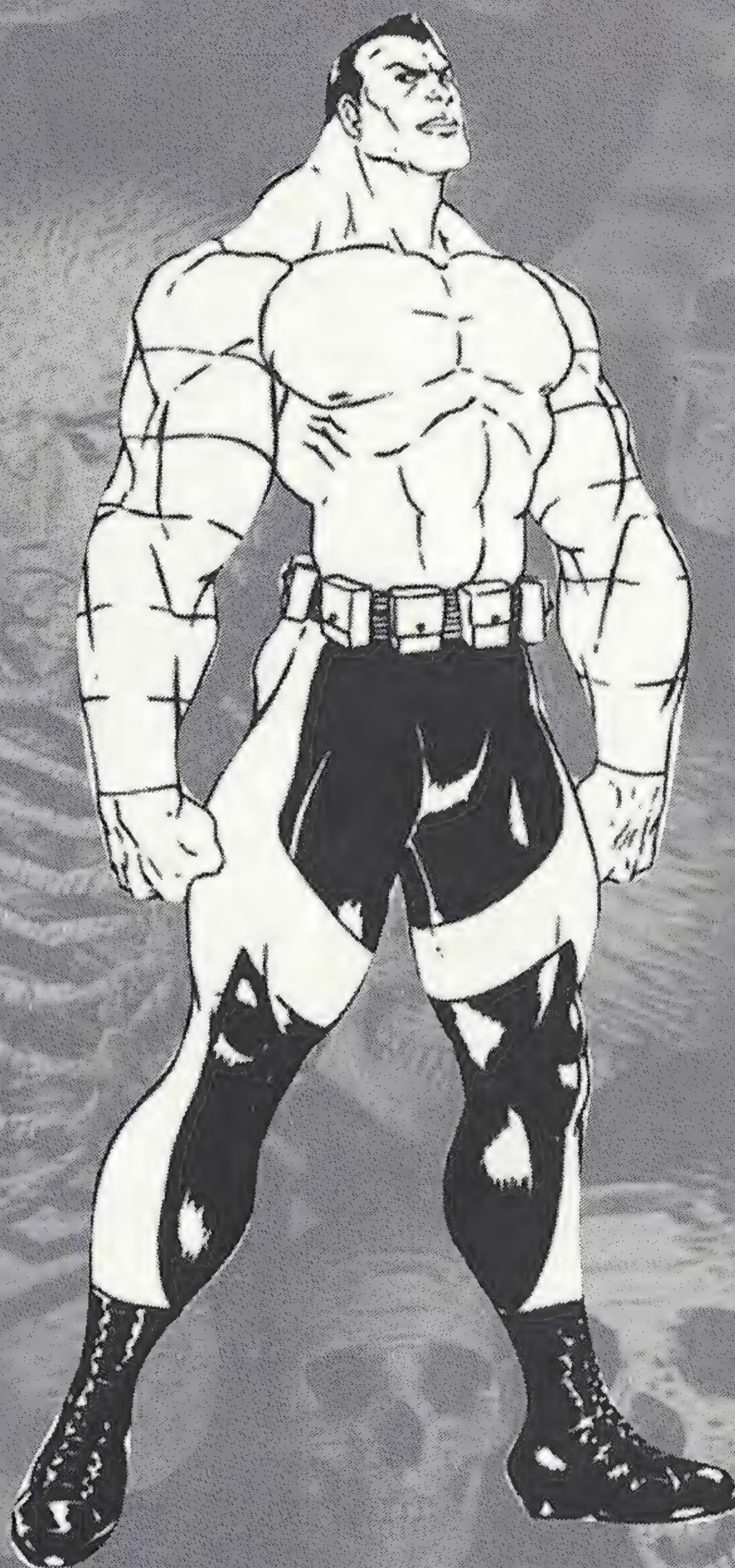
KABAL

As a Chosen Warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

**Tornado Spin - B,F,LK**
Ground Razor - B,B,B,RN

SHANG TSUNG

Shang Tsung is Shao Kahn's lead Sorcerer. He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever

Flaming Skull - B,B,HP
Hell Skulls - F,B,B,LK

SINDEL

She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

Shriek Wave - F,F,F,HP
Fireball - F,F,LP
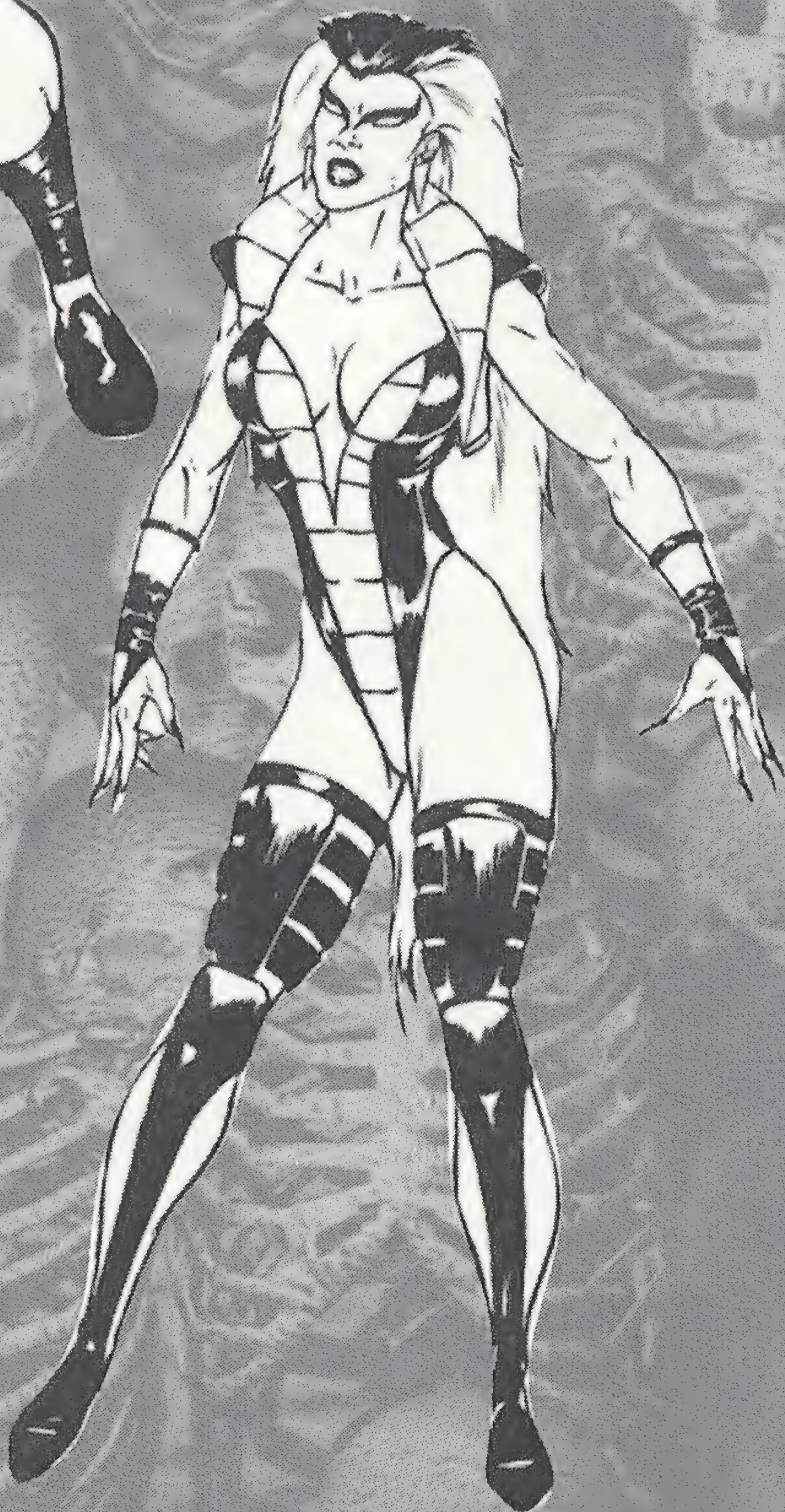
SEKTOR

Sektor is actually the code name for Unit LK9T9. He was the first of three proto-type Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.
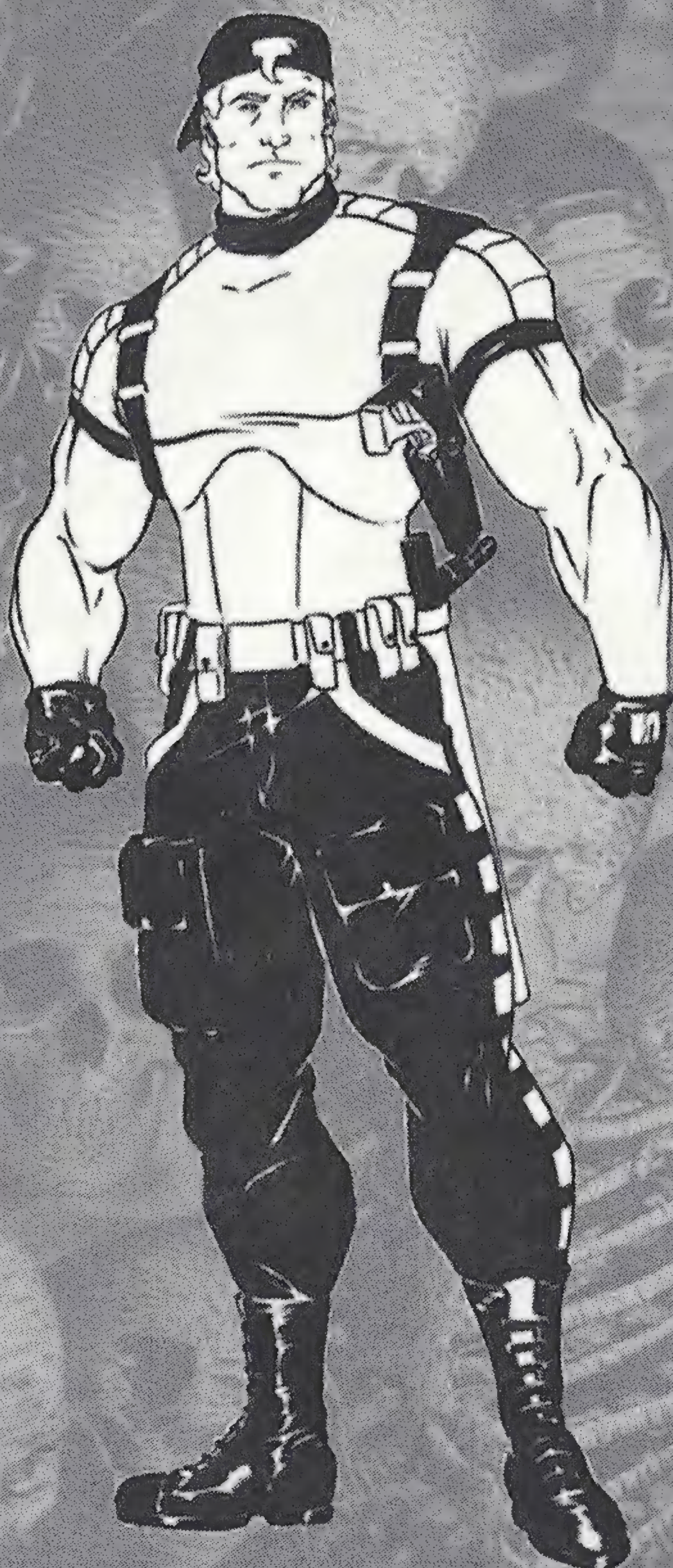
Missile - F,F,LP
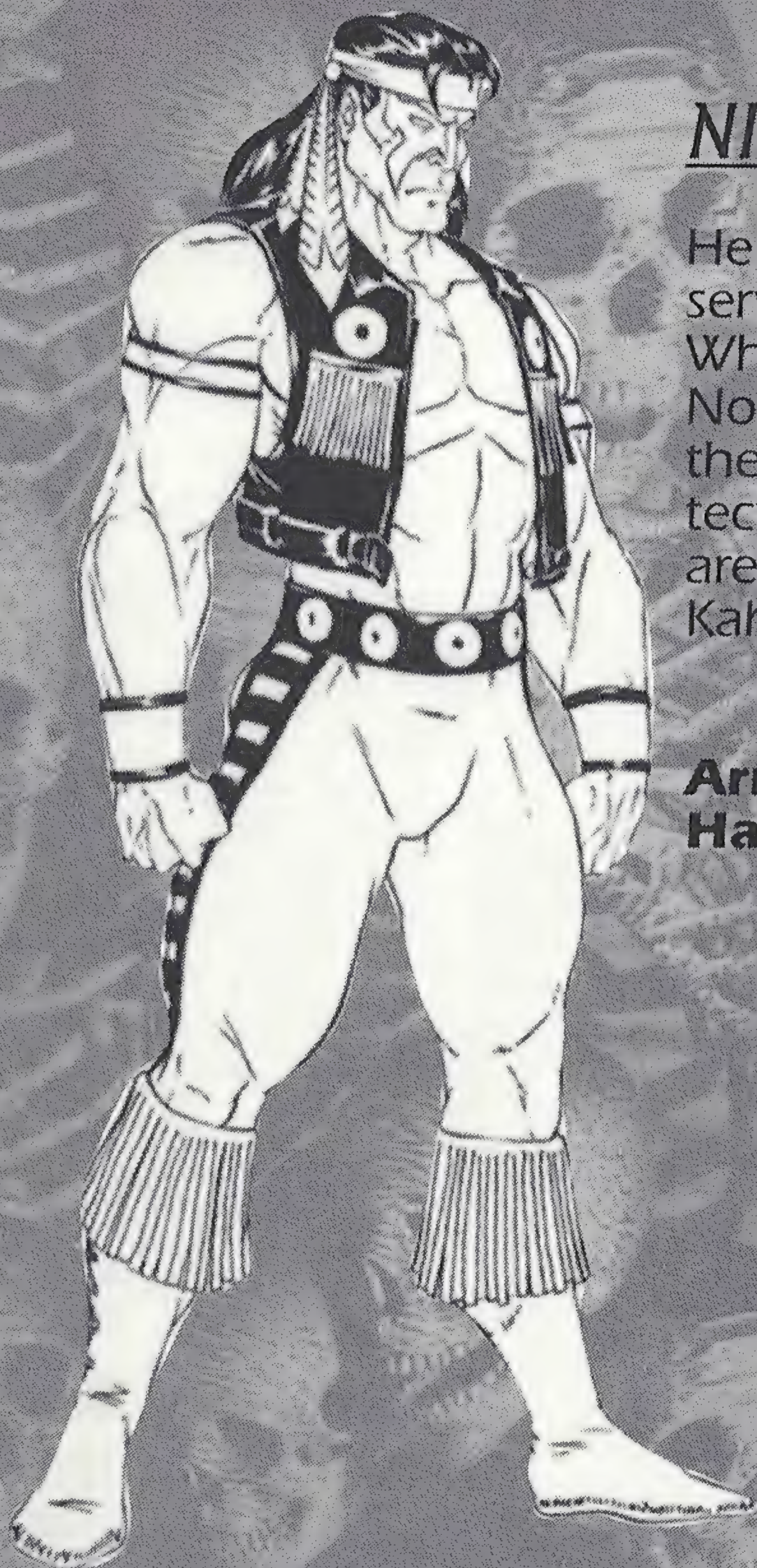**Teleport Uppercut - F,F,LK**
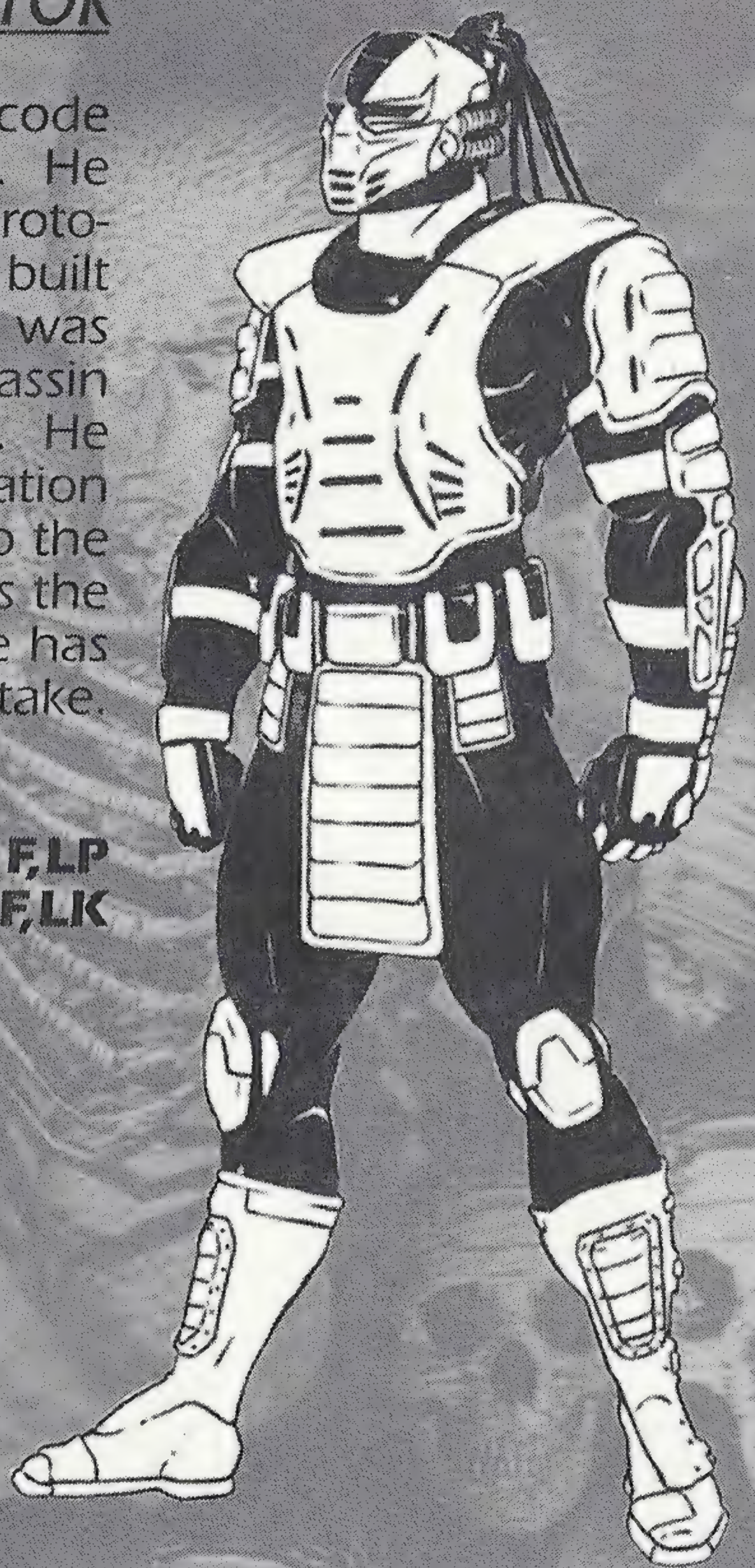
STRYKER

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Grenade - D,B,LP
Nightstick Toss - F,F,HK

NIGHTWOLF

He works as a historian and pre-server of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

Arrow - D,B,LP
Hatchet Uppercut - D,F,HP

SHEEVA

She was hand-picked by Shao Kahn to serve as Sindel's personal protector. However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

Fireball - D,F,HP
Teleport Stomp - D,U
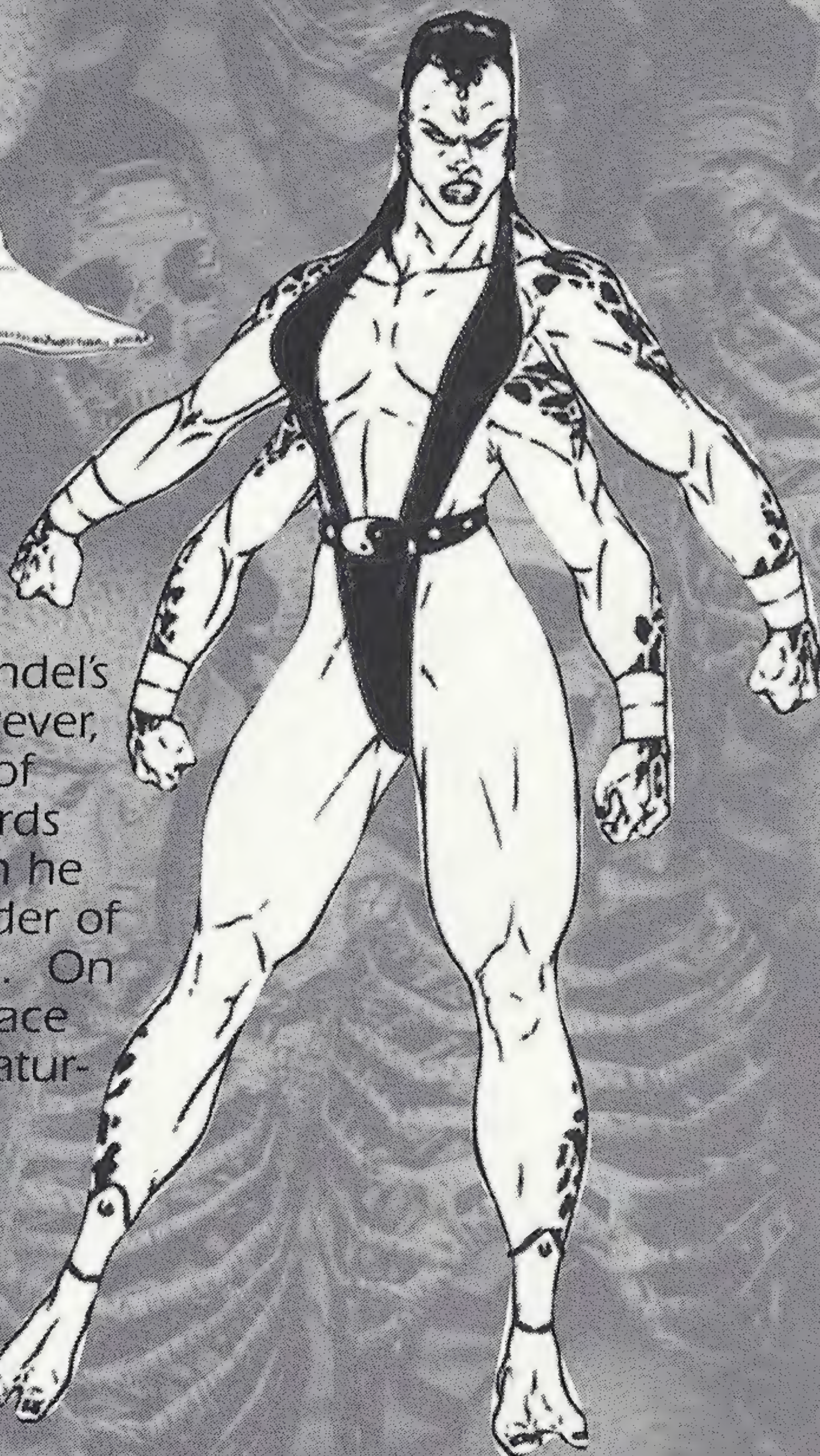
KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Fan Toss - F,F,HP+LP
Fan Lift - B,B,B,HP

SCORPION

When Shao Kahn makes a failed attempt at stealing the souls which occupy Earth's hell, Scorpion is able to escape from the nether region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.
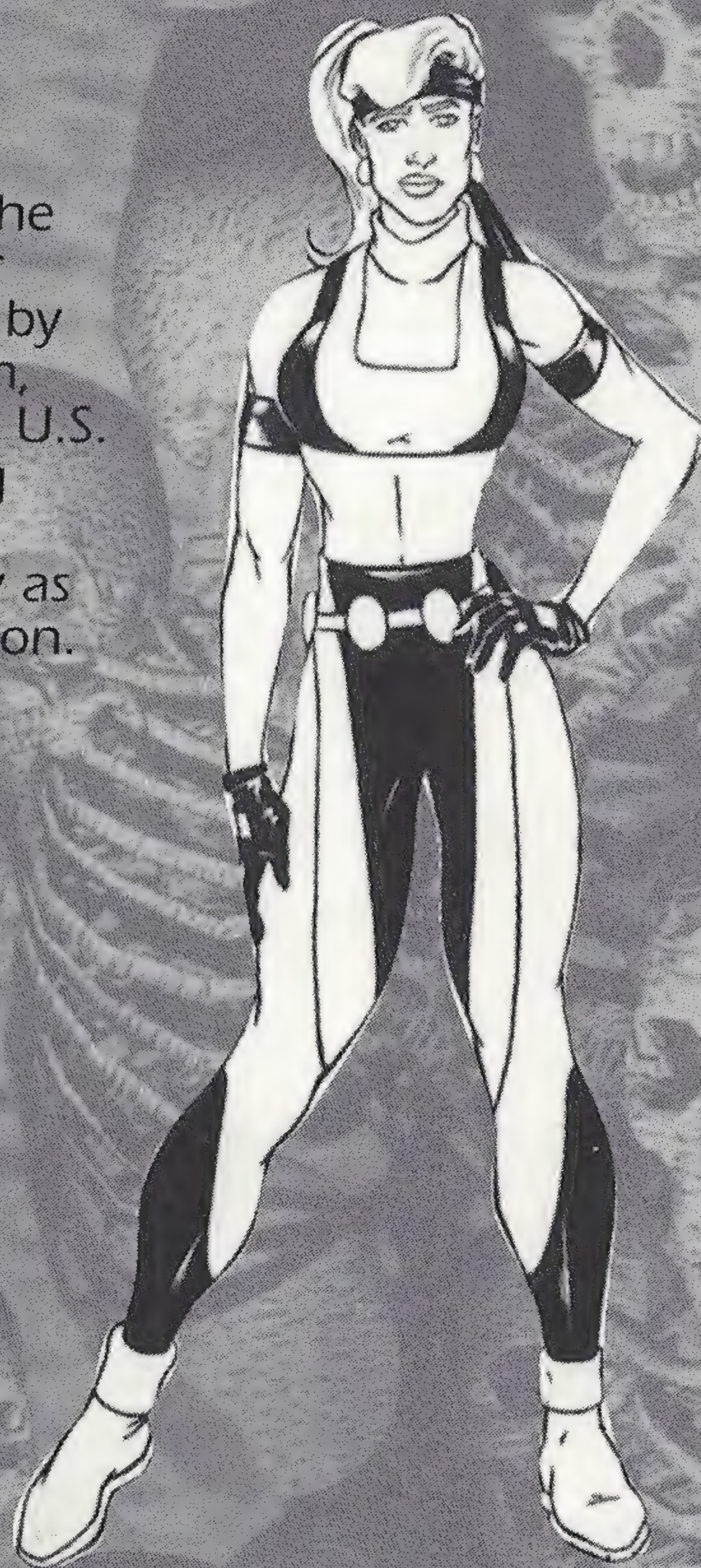
Spear - B,B,LP
Teleport Punch - D,B,HP

SONYA

Sonya Blade disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Ring Toss - D,F,LP
Bicycle Kick - B,B,D,HK

SUB-ZERO

The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

Freeze - D,F,LP
Ice Clone - D,B,LP

SMOKE

Smoke is unit KL-7T2, the third prototype cyber-ninja built by the Lin Kuei. He tries to escape the Lin Kuei automation process with Sub-Zero but is captured. His memories are stripped away leaving behind an emotion-less killer. However, Sub-Zero believes that somewhere in this machine is a human soul trying to escape.

**Spear - B,B,LP**
Teleport Uppercut - F,F,LK

JADE

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

Boomerang - B,F,LP
Shadow Kick - D,F,LK

SHAO KAHN

Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. But she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless... (Unplayable Character)
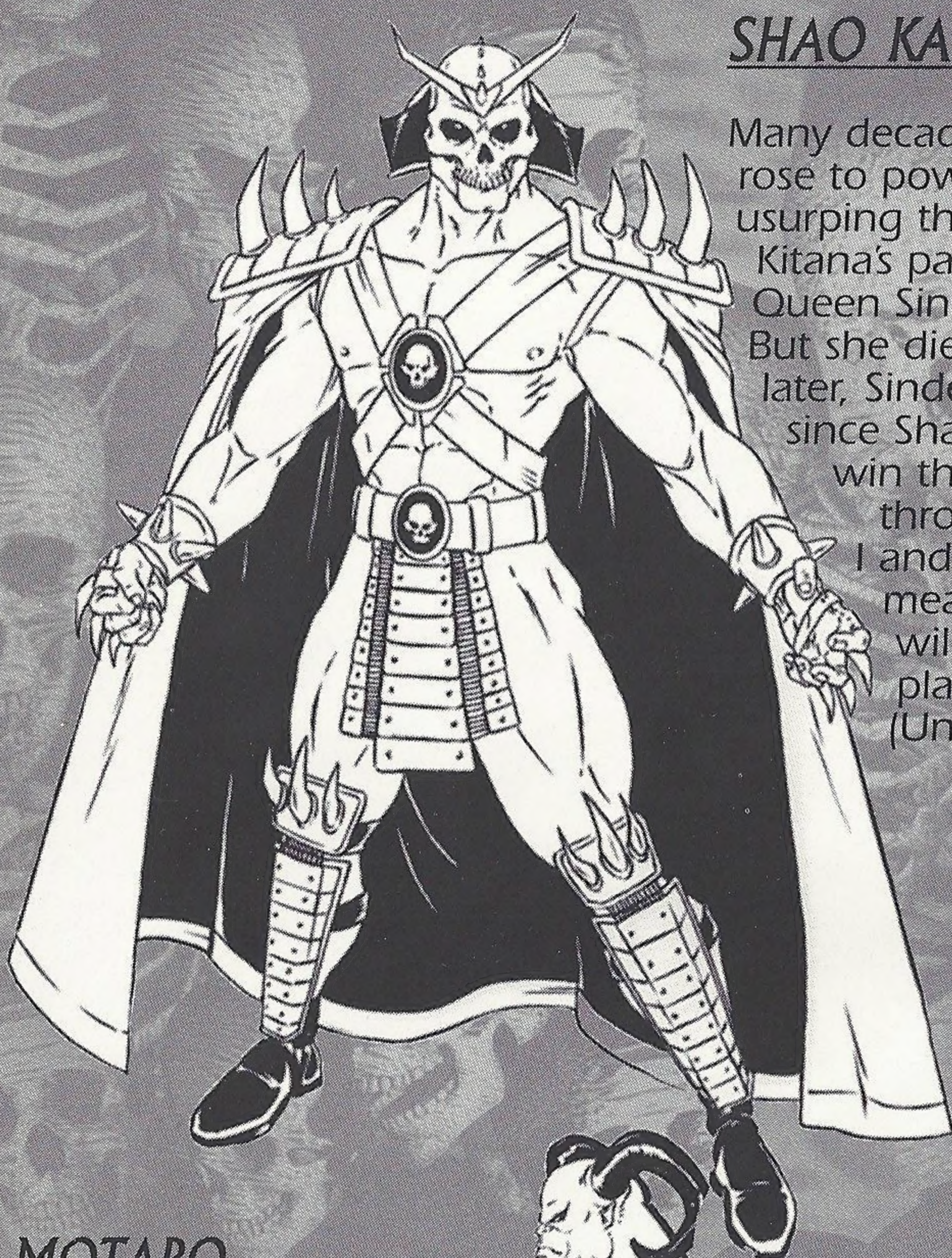
MOTARO

In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors. (Unplayable Character)

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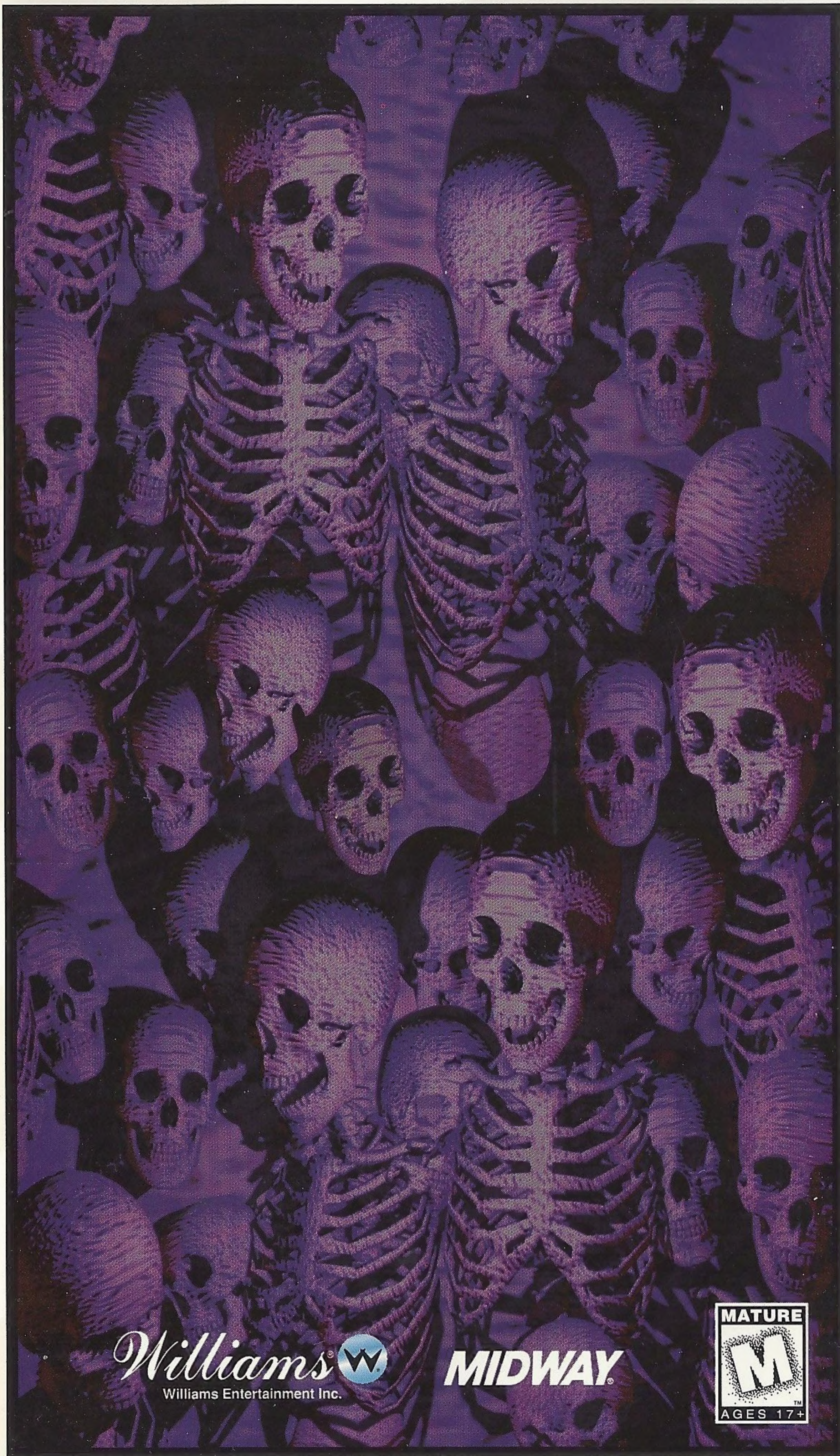### please contact Williams Entertainment Inc:
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